Gaming-Bets

Use-Case Specification: Bet on Win

Version 1.0

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| **Date** | **Version** | **Description** | **Author** |
| 06.04.2016 | 1.0 | Basic Information | Felix Morsbach |

Table of Contents

1. Use-Case Name 4

1.1 Brief Description 4

2. Flow of Events 5

2.1 Basic Flow 5

2.2 Alternative Flows 6

2.2.1 Cannot reach server 6

3 Special Requirements 6

4 Preconditions 6

4.1 App started 6

4.2 Internet Connection 6

5 Postconditions 6

6 Extension Points 6

Use-Case Specification: Bet on Win

# Use-Case Name

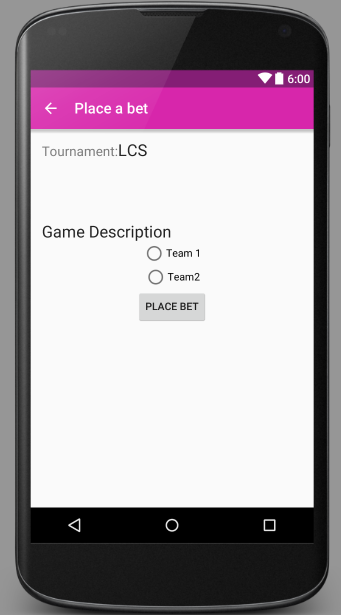
## Brief Description

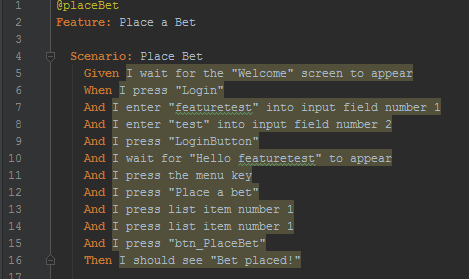
This Use-Case will provide the possibility to bet on win on upcoming games.

# Flow of Events

## Basic Flow

C:\Users\Felix Morsbach\Documents\GitHub\documents\Use Case\Bet on Game\BetOnGame.png





[Link to Code](https://github.com/GamingBets/GamingBets/blob/master/features/08_PlaceBet.feature)

## Alternative Flows

### Cannot reach server

If the application cannot reach the server, the user will be notified if possible via app. He will be asked to try it again later.

# Special Requirements

n/a

# Preconditions

## App started

The app must be running.

## Internet Connection

To deliver a bet, an internet connection is necessary.

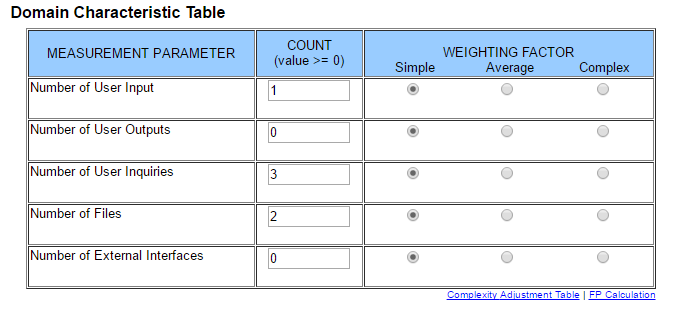
# Postconditions

n/a

# Extension Points

n/a

# Functions Points



This results in a function point calculation of **23.4**.